

**DIRECTING USERS' ATTENTION TO SPECIFIC ICONS BEING
APPROACHED BY AN ON-SCREEN POINTER ON
USER INTERACTIVE DISPLAY INTERFACES**

Abstract

5 In an interactive display interface, an
implementation for highlighting all icons in any set of a
plurality of said icons, wherein each icon in the set is
within a predetermined distance of an approaching pointer
or cursor. In other words, the point of the pointer or
10 cursor may be considered to be surrounded by a circular
halo with a radius of said predetermined distance. The
user moves the cursor in a standard manner. However, if
the icons that the moving cursor is approaching are so
densely spaced that more than one, (i.e.) a plurality of
15 icons come within the halo, then all of the icons within
this set of the plurality of icons is highlighted to give
the user a more distinct choice. The highlighting of
each of said highlighted icons is ended when the pointer
moves outside of said predetermined distance or halo
20 radius. There is also an implementation for sequentially
highlighting each icon in the set instead of
simultaneously highlighting the set of icons. This is
particularly effective where the icons are overlapped or
stacked.

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